

# NEXT WAR SERIES: SYSTEM CHANGES



The following is a list of system changes/updates made in the rules which shipped with *Next War: India-Pakistan*. This is intended for players already familiar with the series:

## MAJOR CHANGES

18.2 - Each time an HQ incurs a Strike result (regardless of the value), it loses a combat capability.

18.2.2 - HQs may now conduct Interdiction Strikes.

18.4/18.5 - It now costs a Replacement Point as well as Supply to reinforce/reconstitute an HQ. In addition, the HQ loses a combat capability for the following turn.

22.6.2 #6 - Achieving Air Supremacy moves the AWACS advantage by two rather than one.

27.9.2 - Substantially increased the cost of increasing the AAA Track (from 1 to 4 Supply Points).

Advanced Detection - changed the lower ends to resolve some odd inability to intercept issues

## MINOR CHANGES

8.2.1 - ZOCS now also require at least an attack strength of one

8.5.6.4 - Changed naval movement to allow moving as a stack in order to gain better DRMs on the Contested Sea Movement.

9.2.3 - Clarified which odds columns are available (those with ratios).

17.1.2 - Naval Units in Port are always Area Detected.

19.2 - A combat unit can trace to an adjacent Supply Source or in supply HQ regardless of MP cost (within restrictions).

23.6 - Aerial Mining Missions are only allowed in non-Storm turns.

24.4.1 #6 - Any unengaged air unit can voluntarily Abort.

Local AAA - Has been changed from coinciding with the AAA 2 column to the AAA 1 column.

## CLARIFICATIONS

6.2.1 - Clarified that the net result of Combat Support can't exceed +/-6.

8.4 - Clarified some wording on hex control.

8.5.4.4 - Clarified Airmobile Movement from an Enemy ZOC.

8.5.8.2.1 - Clarified that Beachheads aren't removed during Storm turns if there's no AMPH adjacent at the end of a friendly Movement Segment.

8.5.8.3 - Clarified that an AMPH can move before or after loading or unloading.

8.5.8.4 - Clarified Beachheads and Combat

9.8.2 - Clarified that Aborts are ignored when using Airmobile Movement for a Retreat.

9.8.4 - Clarified that when Voluntarily Ignoring Retreat Results, the ER check is made against the lowest ER but applies to the entire stack.

18.2.2 - Clarified that a unit may not be the target of more than one HQ Strike in a Phase.

22.6.6 - Clarified withdrawal from Air-to-Air combat.

22.6.7 - added Air Superiority Survival (which clarifies what those units are used for): "Units which survive Air Superiority, may be used as interceptors or escorts in the subsequent Strike Phases."

23.4 - Clarified that each of the ADF Tracks (DET, SAM, AAA) is a separate target (relevant because a target can only be attacked by Air Strikes once per phase).

27.3.3 - Clarified "X" Results from Strikes.

27.7.2 Clarified Port Destruction effects.

## MISCELLANEOUS

5.1.1 - We've added an "Initiative VP" marker for players to track the required VP for gaining the initiative.